

FIG. 1

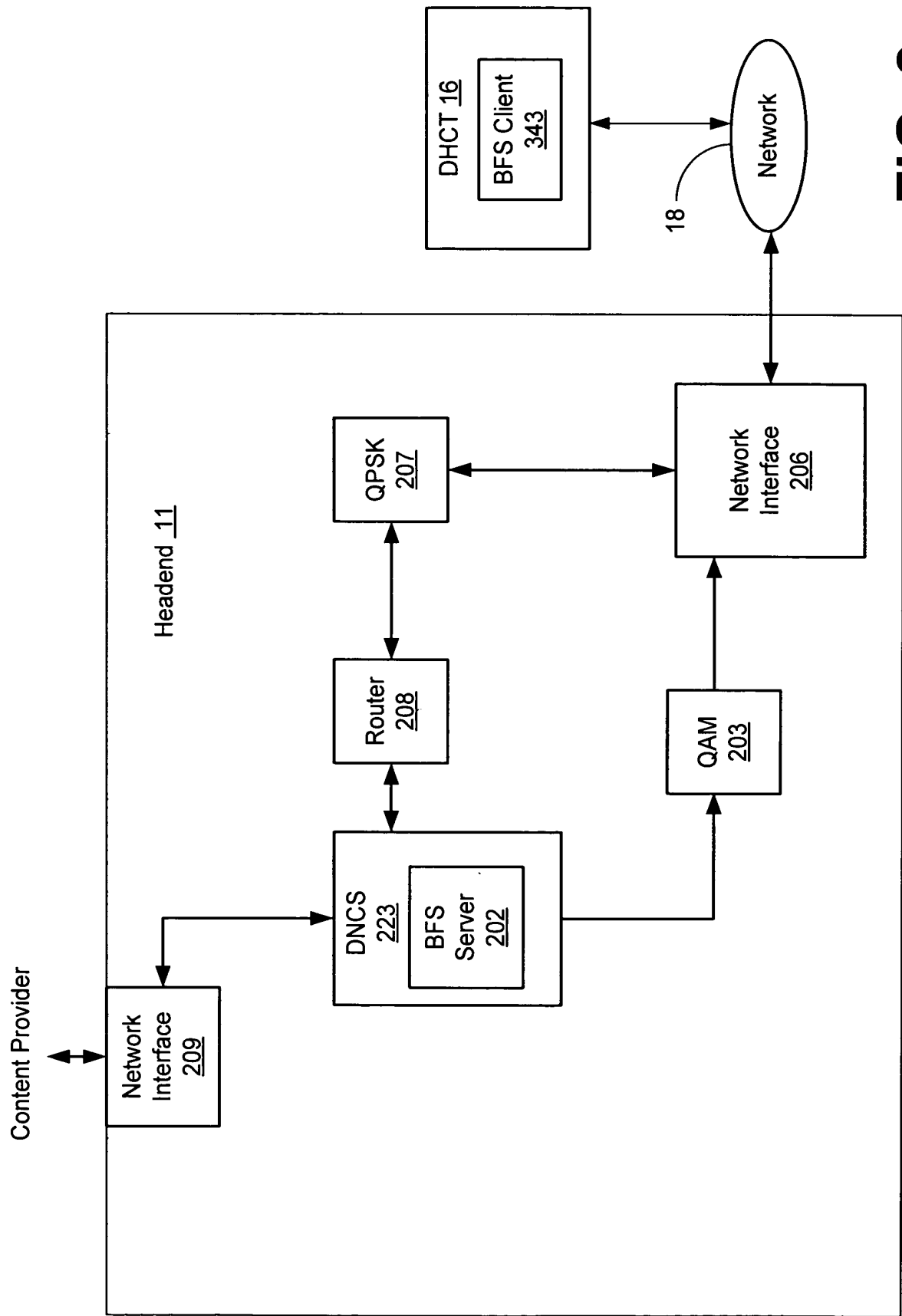


FIG. 2

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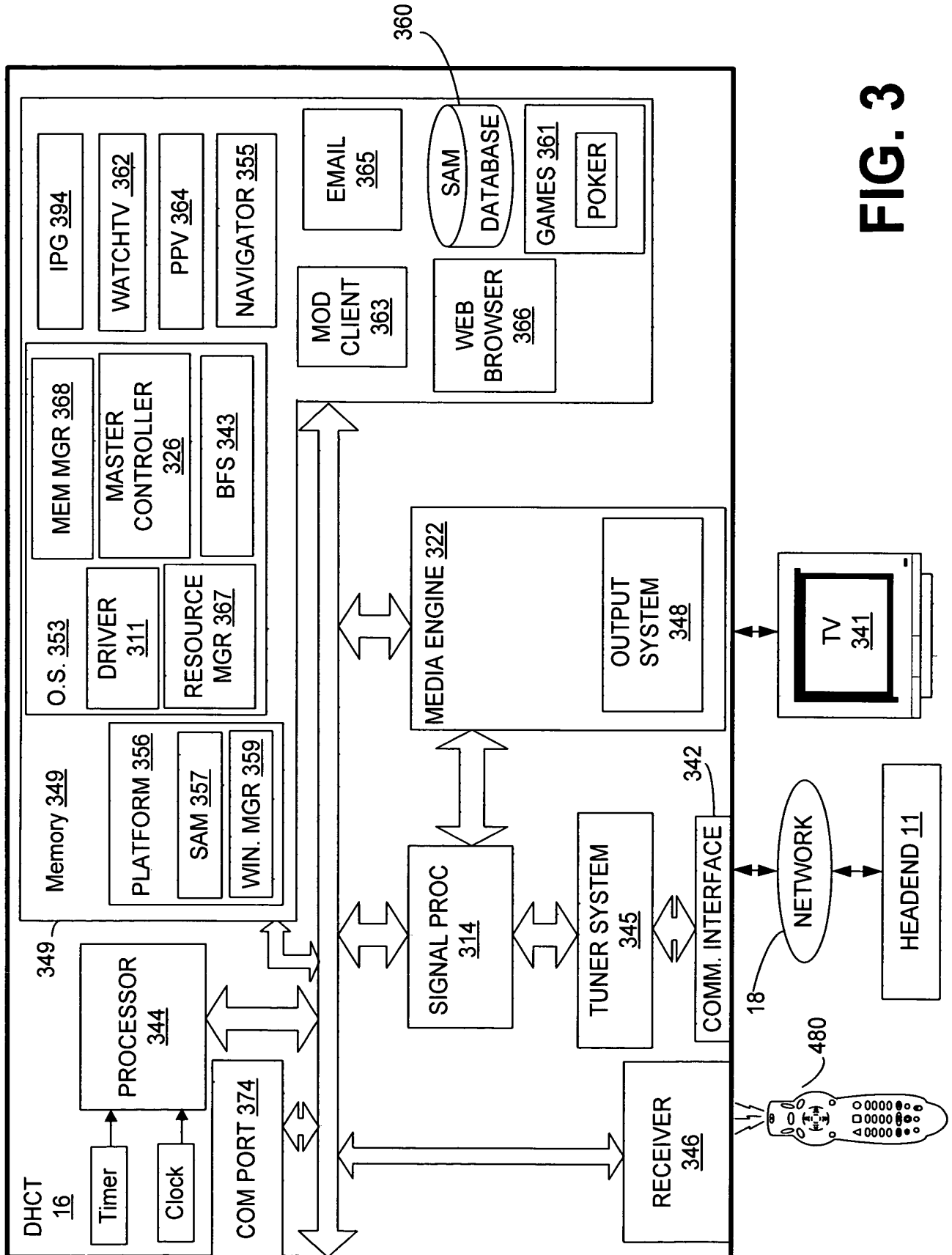


FIG. 3

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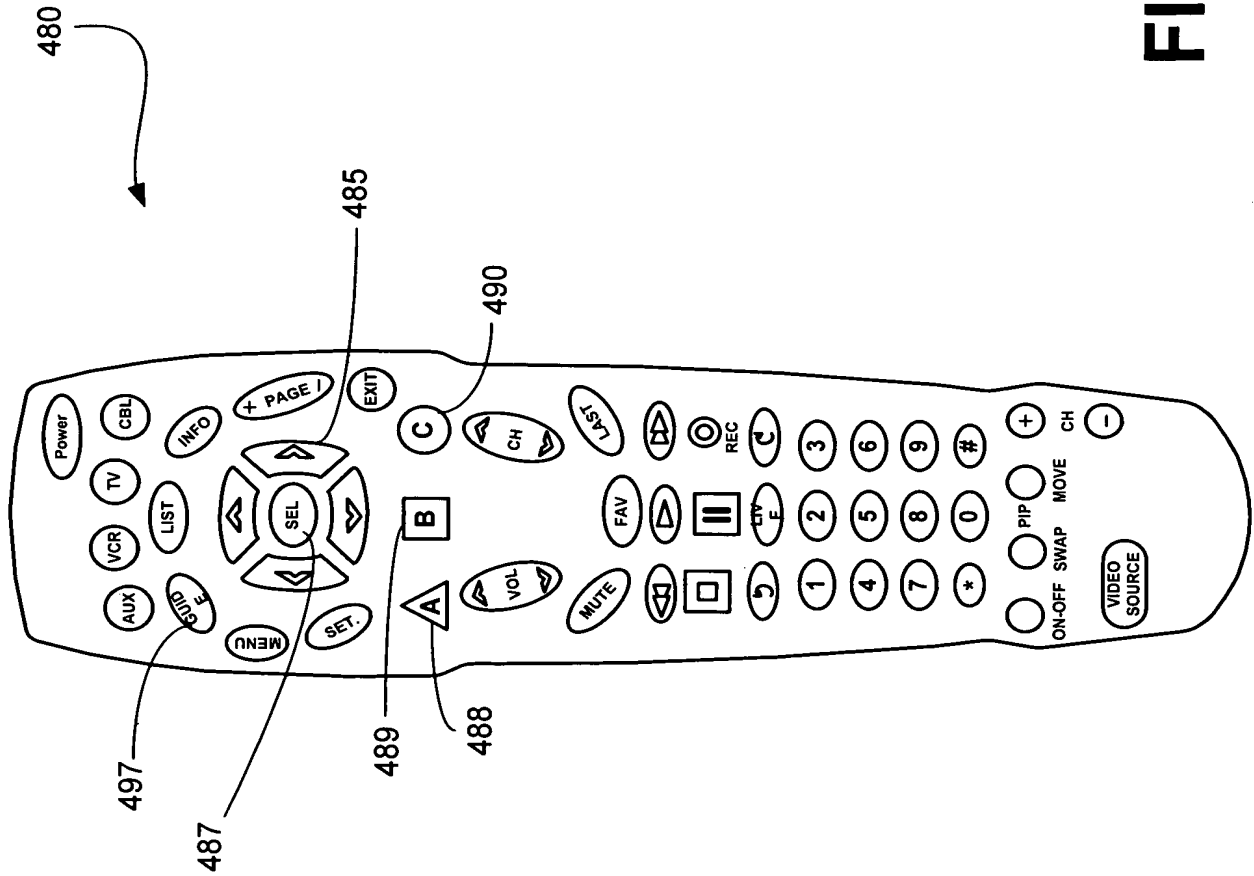


FIG. 4

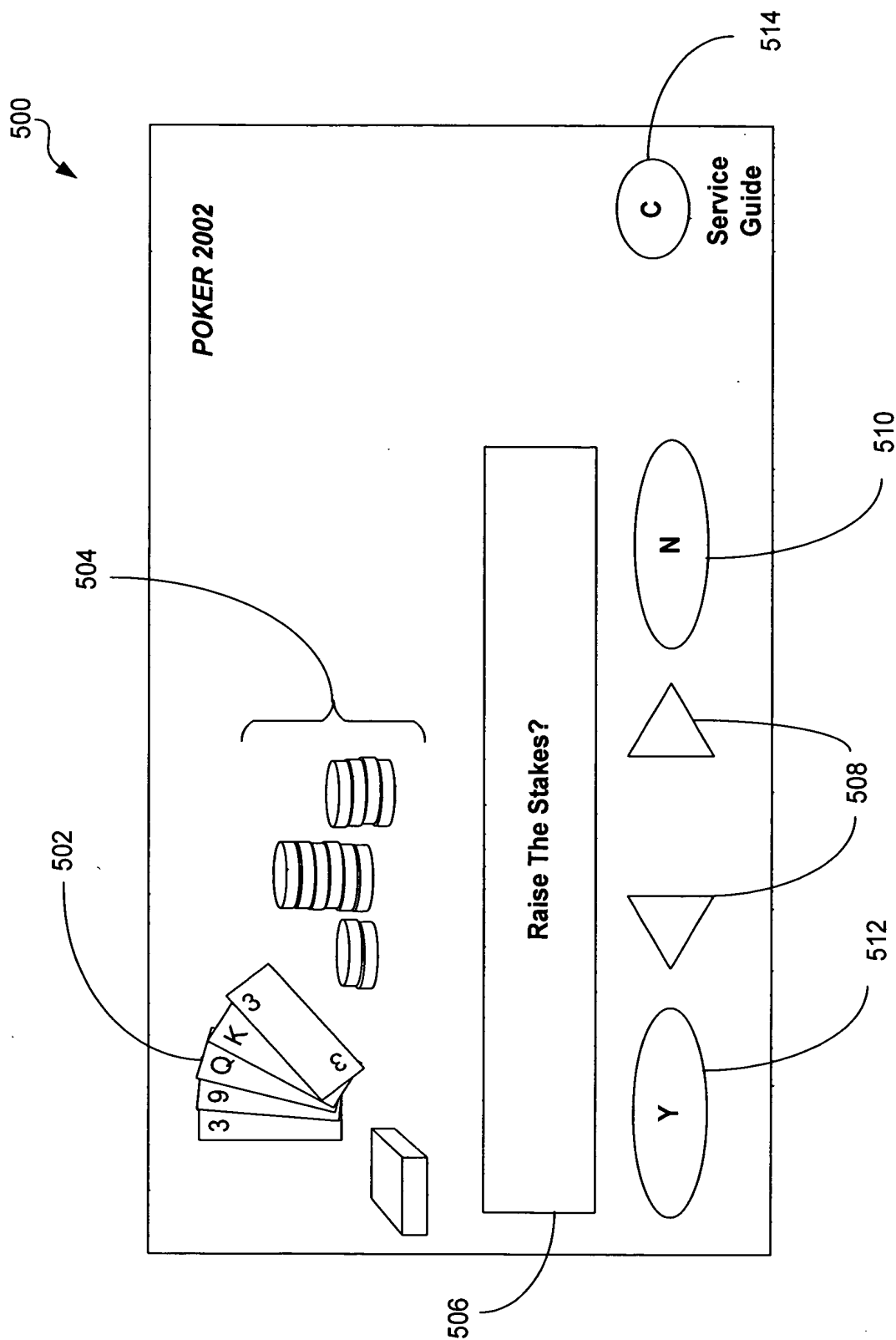


FIG. 5

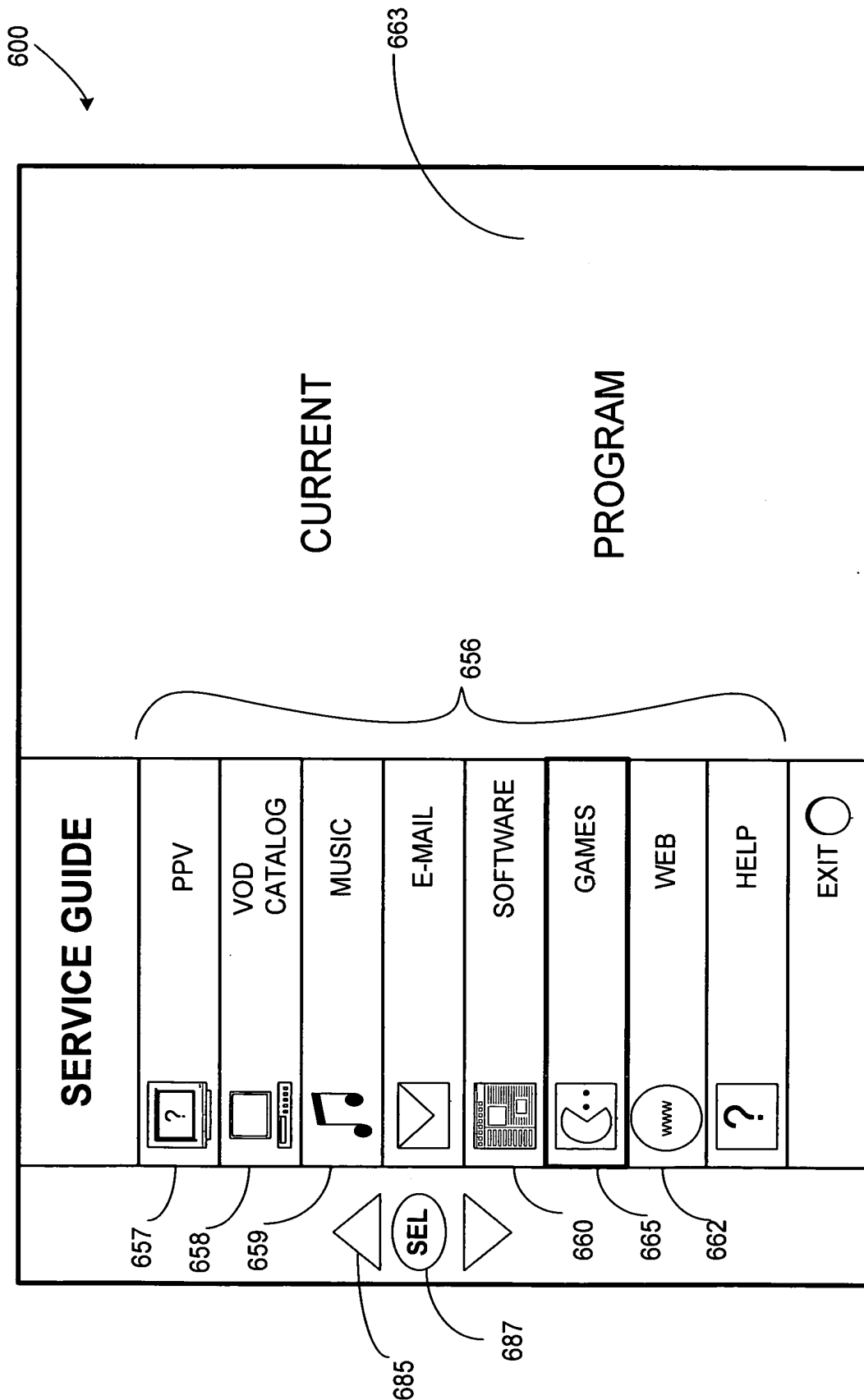


FIG. 6

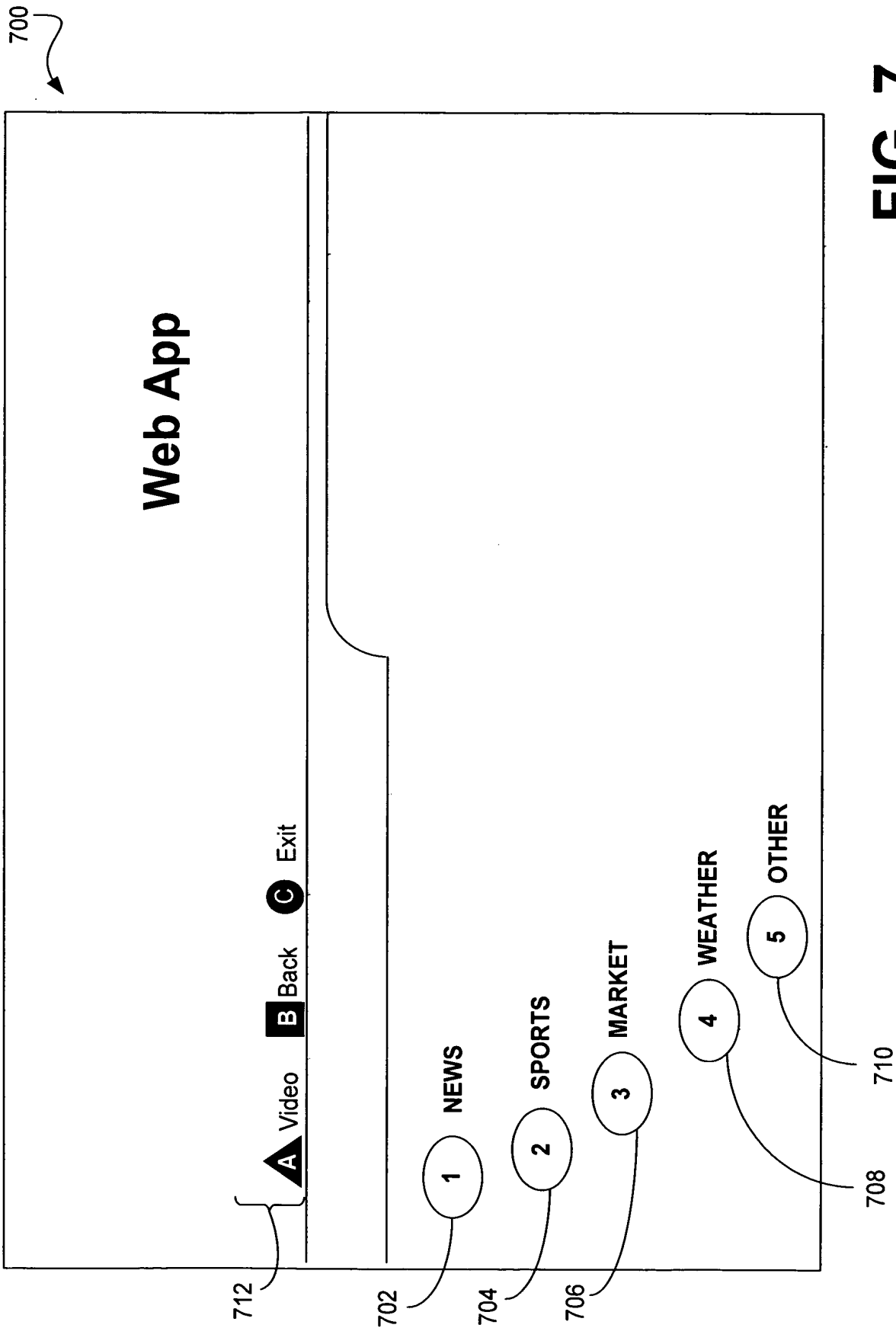


FIG. 7

800

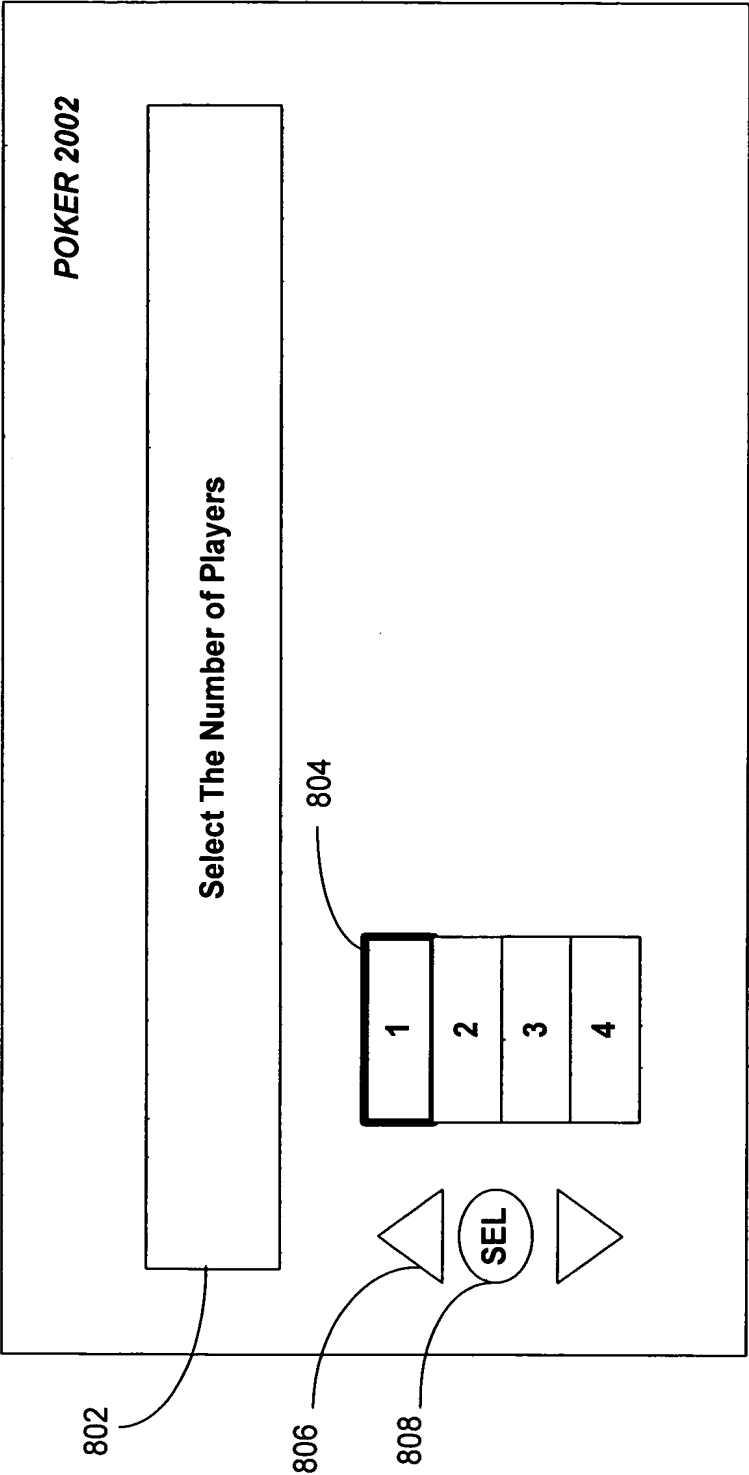


FIG. 8

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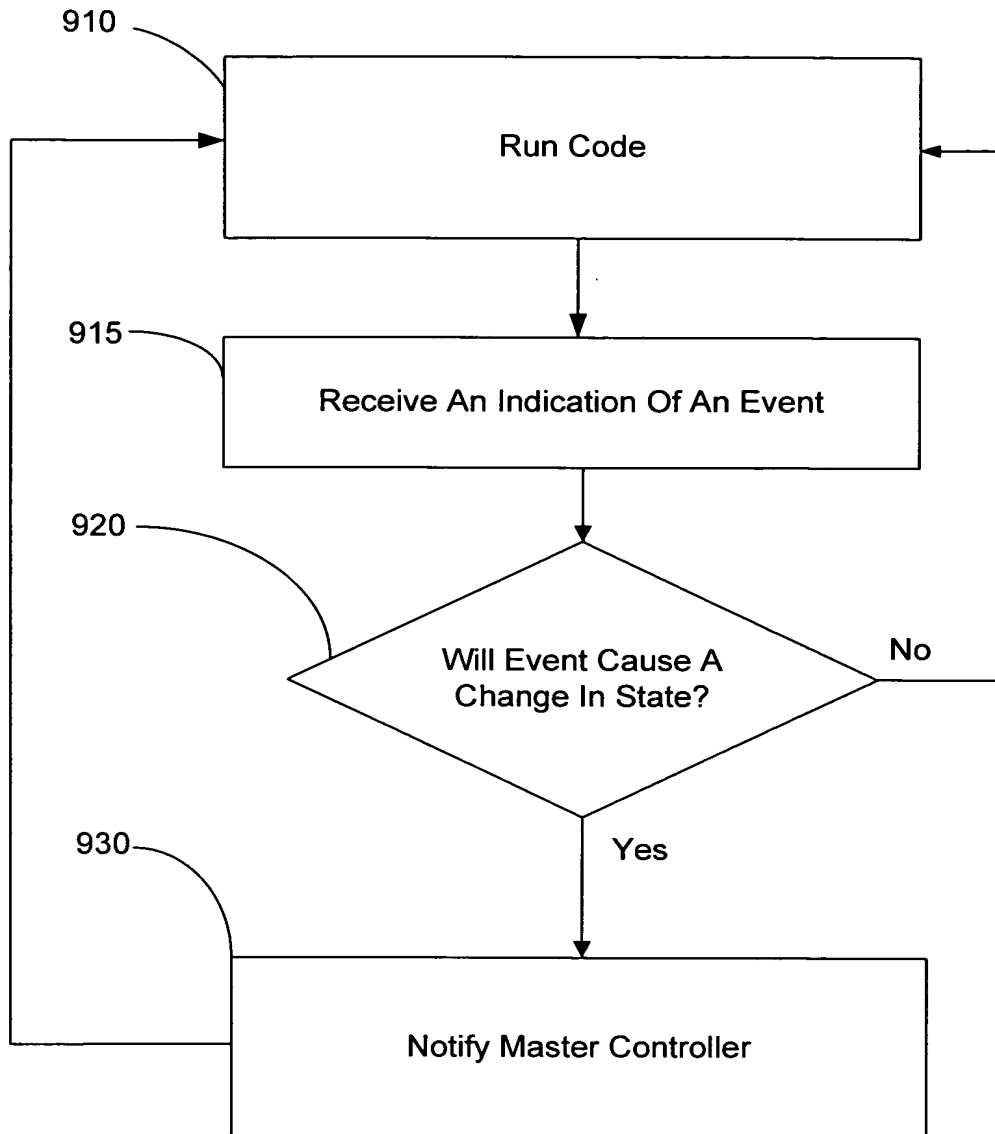


FIG. 9A

```
void ctl_SetState (unsigned long theState, const Ctl_UnloadInfo * uio); /* theState = kCtl_Stateless or kCtl_Stateful */ 940
```

FIG. 9B

```
944 typedef struct Ctl_UnloadInfo {  
946     const char * explainStr;  
948     const char * unloadMeStr;  
950     const char * unloadStopStr;  
952     Boolean stateRecord;  
954 } Ctl_UnloadInfo; 942
```

FIG. 9C

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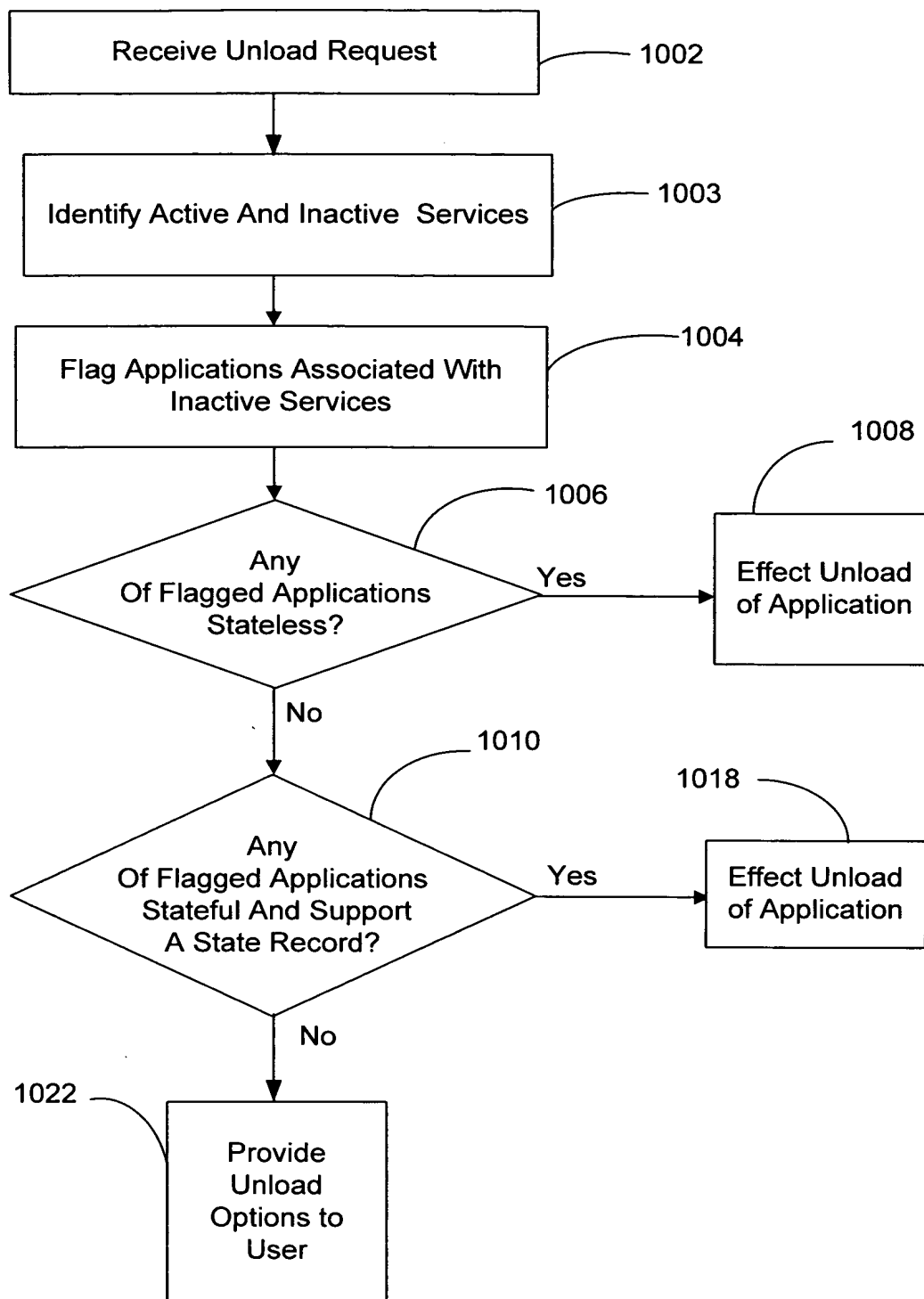


FIG. 10A

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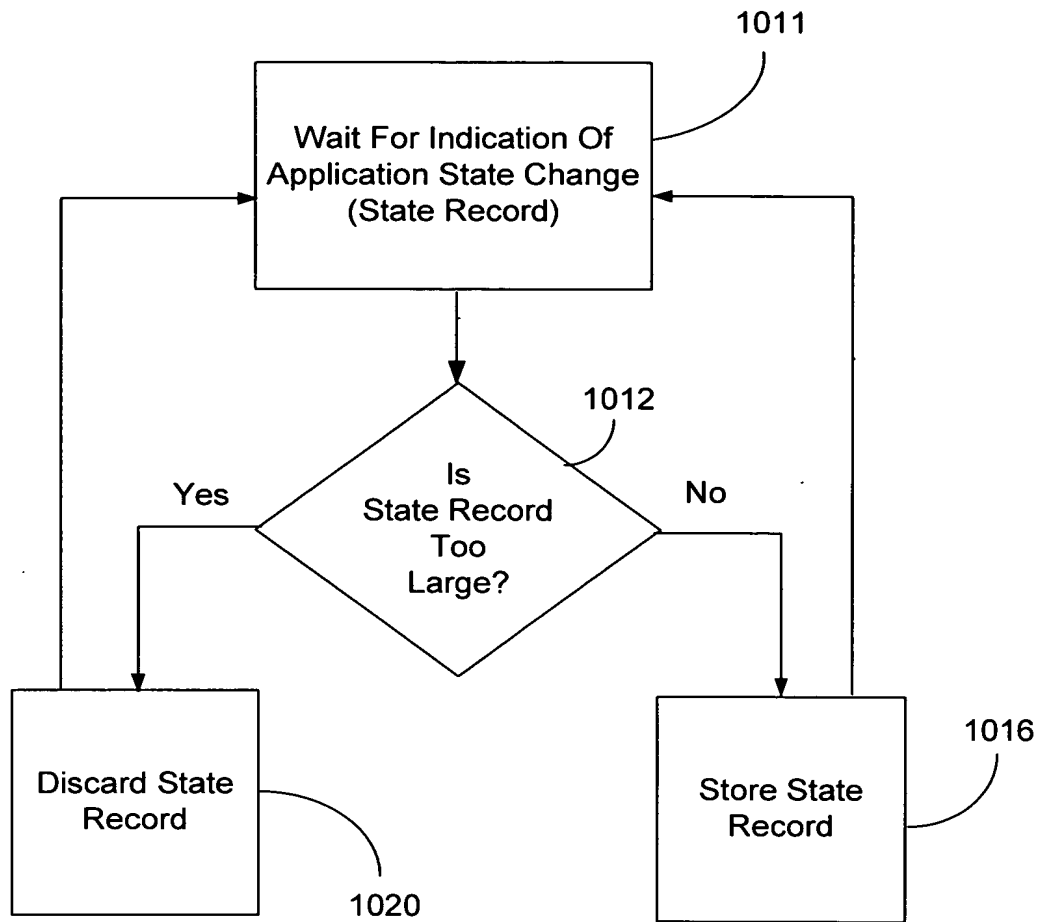


FIG. 10B

void ctl_SetStateRecord (const char * appName, const Ctl_StateRecord * record) 1040

FIG. 10C

1046 typedef struct Ctl_StateRecord {
1048 unsigned long version;
1050 unsigned long privateDataSize;
1052 char privateData[1]; //variable sized
1054 } Ctl_StateRecord; 1042

FIG. 10D

void ctl_GetStateRecord (const char * appName, const Ctl_StateRecord ** record)
1044

FIG. 10E

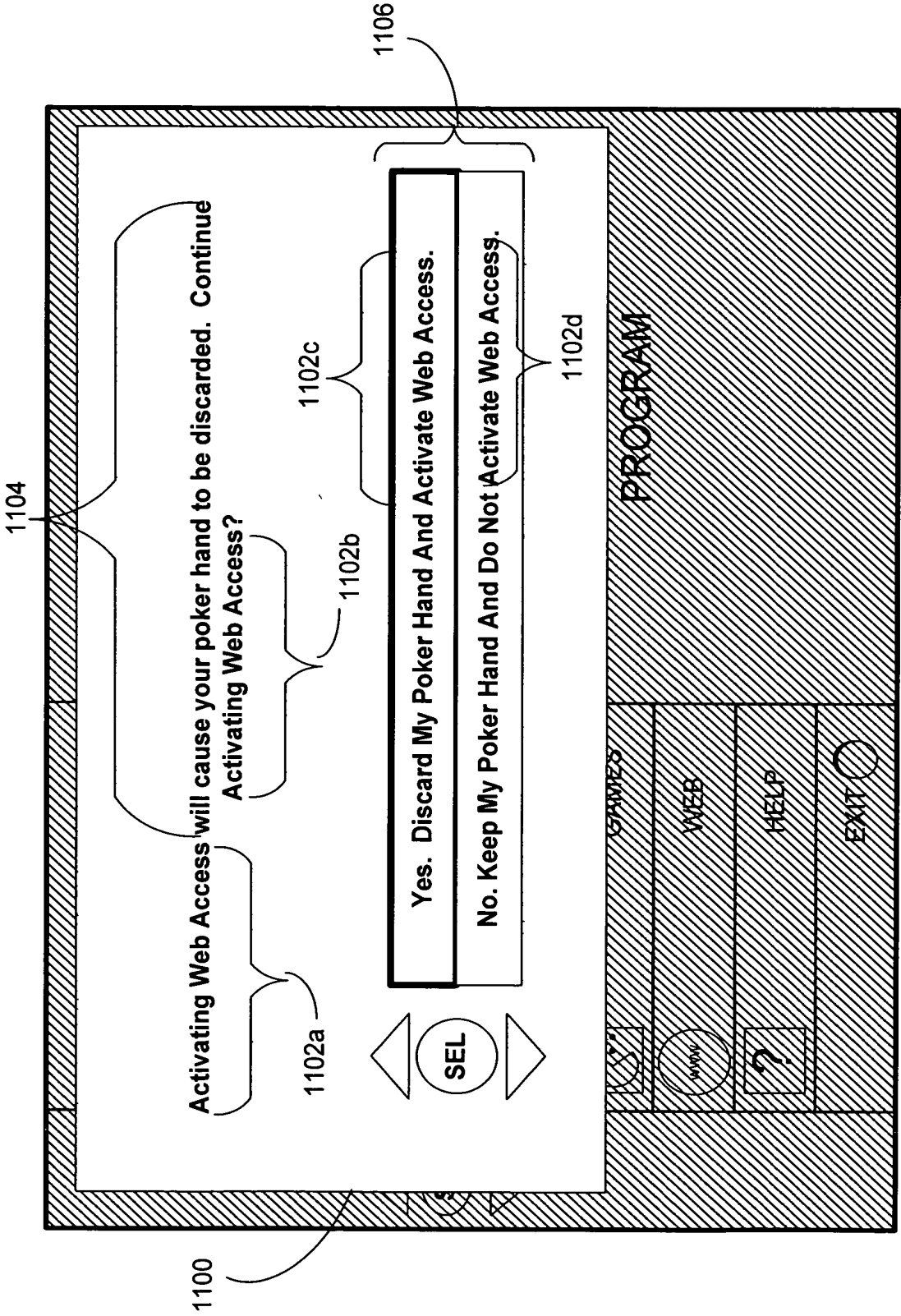


FIG. 11